

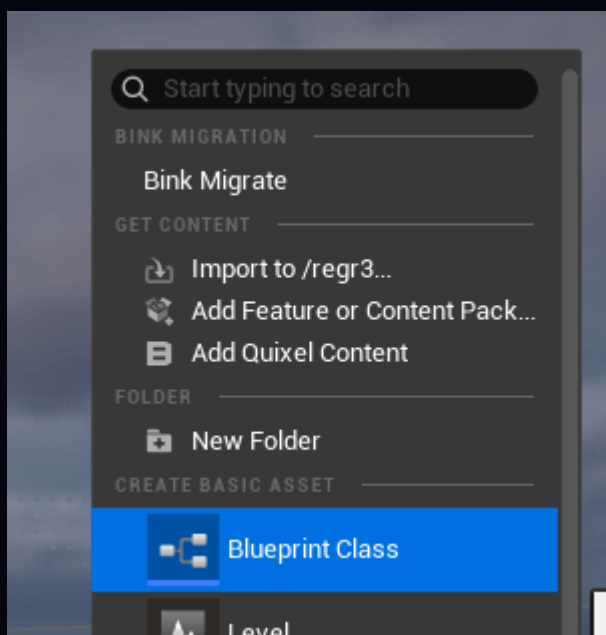


LAUNCHING NEW QUEST IN GAME BUILD USING MODWORLDSUBSYSTEM

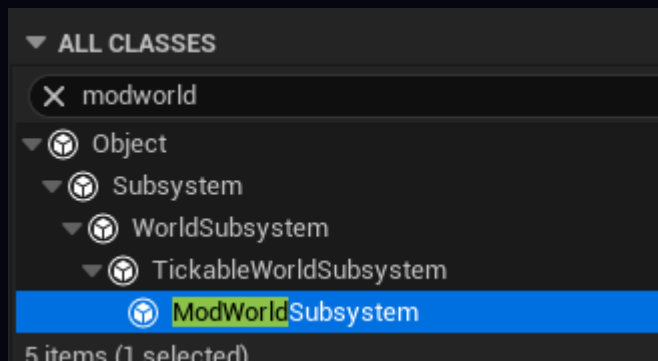
Hello, fellow Stalkers!

Here is a new addendum guide on how to make your quest launchable without using the console in game build. This is the best way to do it without meddling with already existing quests and creating conflicts between Quest Blueprints.

1. After the new quest has been created and is ready for testing/playing, let's create a ModWorldSubsystem Blueprint.
2. Right-click on an empty space in your mod's folder and select Blueprint Class.



3. Find the ModWorldSubsystem class and select it.



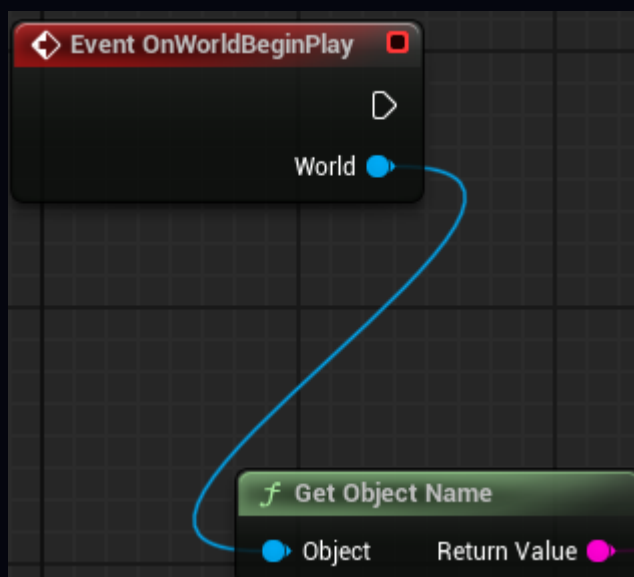
4. Name it as you wish and save.

5. Open the ModWorldSubsystem asset.

6. In Event Graph, right-click and add an Event OnWorldBeginPlay node.



7. Left-click, hold, and drag the mouse cursor from the World output and create a Get Object Name function node from it.



8. Left-click, hold, and drag the mouse cursor from the Return Value output of the Get Object Name node and create the Equal, Case Insensitive (String) node.

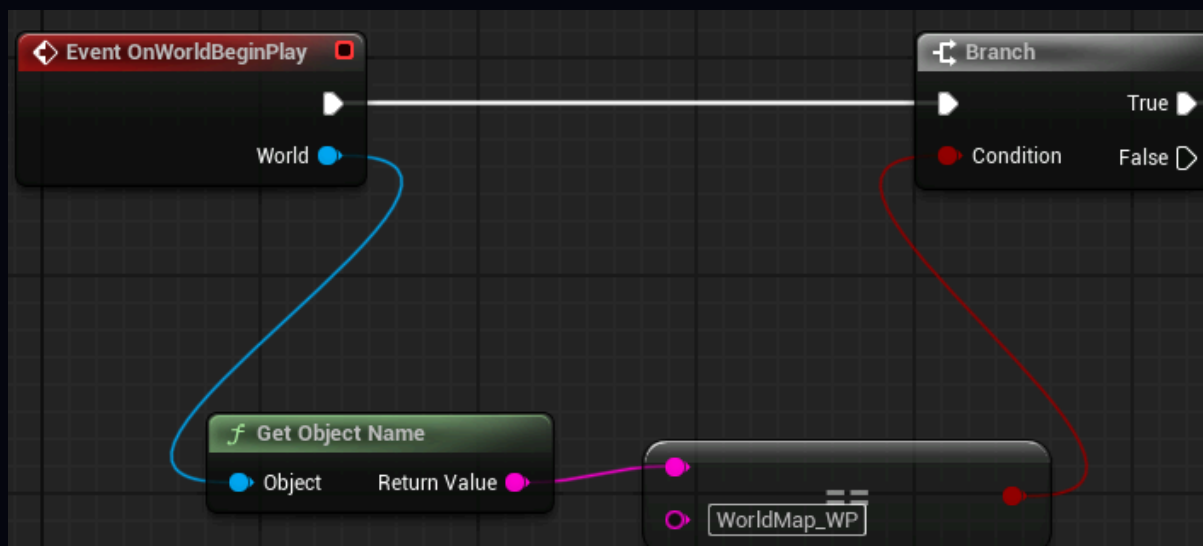
9. In the B string, type *WorldMap_WP*.



10. Add the Branch node (Flow Control).

11. Connect the OnWorldbeginPlay event with the Branch node.

12. Connect the Return Value output from the Equal, Case Insensitive (String) node to the Condition input in the Branch node.

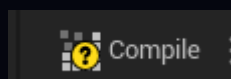


13. Left-click, hold, and drag from the True output in the Branch node and add the Execute Console Command node.

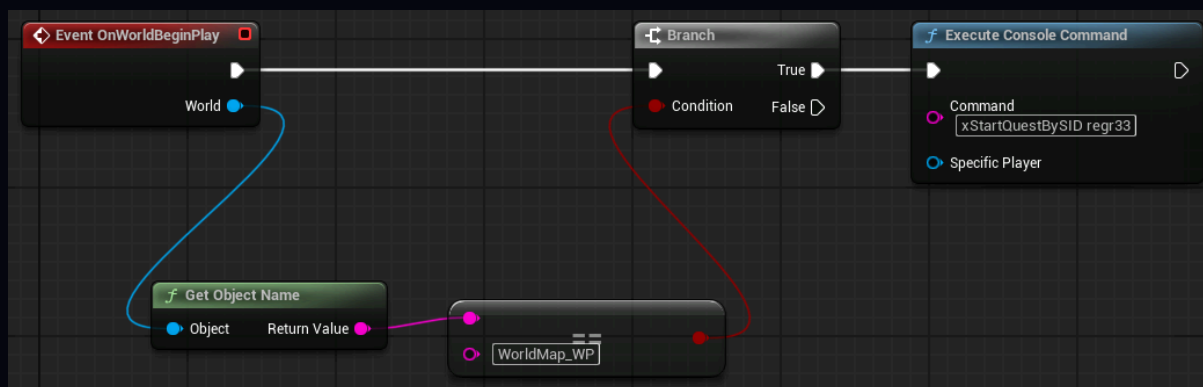
14. In the Command value field, type `xStartQuestBySID your_quest_blueprint_name`, e.g., `xStartQuestBySID regr33`.



15. Select the Compile button near the Save button.



16. Save the asset.



Now you can pack and upload the mod.

When you download the mod and start the game (load a save or start a new game), the moment the player loads into the map (is inside the game world, basically, not in the main menu), the console command should activate and start the quest.

P.S.: If you load the game with the quest already activated in the same way, it will not restart the quest, so basically what we do here is jump-start the Quest Blueprint “under the hood”. How the quest flow goes and how it exactly starts narratively – you dictate through your quest script.

Hope this guide helps you and opens more opportunities for creating your wonderful modifications for S.T.A.L.K.E.R. 2: Heart of Chornobyl!

Have fun :)